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Product Purchased _____ Date of Purchase _____

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What member of the family bought this product?

How did you hear about FISHER-PRICE Learning Software?

☐ Friend ☐ Inside other Fisher-Price products ☐ Saw it in store ☐ Advertising (magazine)

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What other educational software products do you own? _____

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Dance Fantasy™
Proof of Purchase

Fisher-Price™
Learning Software

HOW DO I SAVE A DANCE?

On Disk for Commodore 64 or Atari

1. Before you start to design a performance:
   - Format a disk according to your computer manual's instructions.
   - Set up the disk drive.
2. Design a dance and then:
3. Return to the title page.
4. Turn on the disk drive with the formatted disk inserted.
5. Press the S key.
6. When "NAME" appears, type in a name for your dance which is no more than eight letters long. NOTE: KEEP A LOG OF DANCE NAMES SO YOU CAN RELOAD THEM LATER.
7. Press the RETURN key. The disk drive light will go off to tell you the dance was saved.

To load a saved dance:

1. Return to the title page.
2. Turn on the disk drive with the formatted disk inserted.
3. Press the L key.
4. When "NAME" appears, type in the name of your dance.
5. Press the RETURN key.
6. When the disk drive light goes off, move onto the stage.
7. Move a dancer onto the green block at the bottom left of the screen and press the joystick button.* Your saved dance will play.

On Tape for Commodore 64

1. Set up your cassette player and insert a tape of not more than 30 minutes.
2. Design a dance.
3. Return to the title page.
4. Press the SHIFT and S keys.
5. When "NAME" appears, type in a name for your dance which is no more than eight letters long. NOTE: KEEP A LOG OF DANCE NAMES AND THEIR COUNTER NUMBERS ON THE CASSETTE PLAYER SO YOU CAN EASILY FIND FIND THEM LATER.
6. Press the RETURN key.
7. Press the RECORD and PLAY buttons on the cassette player.
8. The title screen will reappear to tell you your dance was saved.

To load a saved dance:

1. Return to the title page.
2. Press the SHIFT and L keys.
3. When "NAME" appears, type in the name of your dance.
4. Move the tape to the counter number you noted for the dance.
5. Press the RETURN key.
6. Press PLAY on the cassette player.
7. When the title screen reappears, move onto the stage.
8. Move a dancer onto the green block at the bottom left of the screen and press the joystick button.* Your saved dance will play.

*(Press * , # button or side buttons for Coleco)

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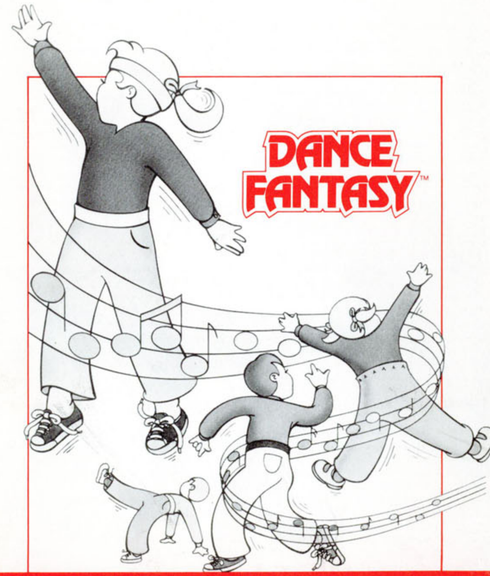

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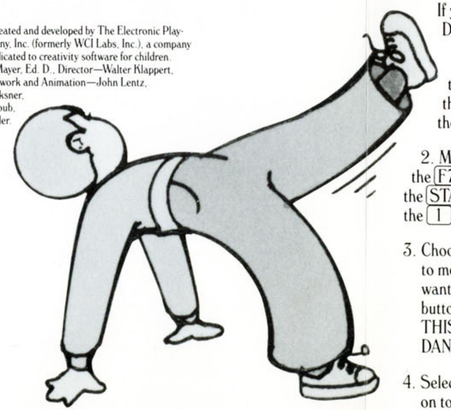
PARENTS

DANCE FANTASY™ is an exciting dance game that lets children exercise their creative and imaginative talents. Guiding one or two dancers, your child can combine a variety of dance steps to produce their own original performances. Graceful twirls, daring leaps and amazing twists all add to the fun of creating and then showing that special dance fantasy to friends.

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions for playing will help you get off to a quick start.

DANCE FANTASY was created and developed by The Electronic Playground and Widget Company, Inc. (formerly WCI Labs, Inc.), a company based in New York City dedicated to creativity software for children. Producer—Nancy Rozak Mayer, Ed. D., Director—Walter Klappert, Music—Gregg Winter, Artwork and Animation—John Lentz, Documentation—Judith Oksner, Programmers—Robert Ayoub, Michael Cook, Helen Kritzler.



HOW DO I START?

- Be sure the computer is turned off.
- Plug the joystick into Port 1 to activate Dancer #1. To activate Dancer #2, plug another joystick into Port 2 or move the one joystick between Ports as needed.
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.

WHAT DO I DO?

If you plan to save any dances, read HOW DO I SAVE A DANCE? before you begin.

1. Choose a dance couple by pressing:
   the F5 key for Commodore 64
   the SELECT key for Atari
   the 2 button for Coleco

2. Move onto the stage by pressing:
   the F7 key for Commodore 64
   the START key for Atari
   the 1 button for Coleco

3. Choose a starting place by using the joystick to move a dancer to the place where you want the dancer to start. Press the joystick button.* YOU WILL ONLY NEED TO DO THIS FOR THE FIRST STEP IN ANY DANCE.

4. Select a dance step by moving your dancer on top of one of the eight figures shown along the bottom of the screen. Press the joystick button* to pick up that step.

5. Choose an ending place for the step by moving the dancer to the place where you want the dancer to end the dance step. Press the joystick button* and the dance step will be played back.

6. To add more dance steps, you do not have to determine a new starting point. The next step will begin where that last one ended. Keep adding steps by selecting other positions from the bottom of the screen, moving your dancer to your desired finish point for that step, and pressing the joystick button.* Now you're ready to perform the entire dance.

7. To perform your dance, use a joystick to move a dancer on top of the green block at the bottom left of the screen. Press the joystick button* and enjoy your dance! Repeat these steps to play it back as many times as you wish.

8. To return to the menu, (where you can change dancers, erase a dance performance, save or load a saved dance on Commodore 64 and Atari), move either dancer to the red block in the bottom right of the screen and press the joystick button.*

9. To erase a dance, return to the menu and press:
   the F3 key for Commodore 64
   the OPTION key for Atari
   the 3 button for Coleco

HINTS

1. If you select a dance step you don't want, move the dancer on top of the white block at the bottom left of the screen. Press the joystick button* and the dancer will return to the place he was before that move was added.

2. Dancers can do as many as 4 consecutive repetitions of a movement in one dance step. For example, a dancer could do as many as 4 twirls between your start and finish points. Simply press the joystick button* 2, 3 or 4 times when the dancer is on top of the dance step.

3. Dancers can combine up to four different movements in one dance step. For example, a dancer could do a twirl, a leap, a twist and a slide between your start and finish points. Guide the dancer from one figure to another, pressing the joystick button* each time a step is desired.

4. Create a one dancer dance by moving one dancer off stage.

5. Perform your dance to your favorite music. Just turn down the volume on the T.V. or monitor and play your own music!

6. Dances can be designed to last approximately 3 minutes.

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NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY CARD
FIRST CLASS PERMIT NO. 1712 CAMBRIDGE, MA
POSTAGE WILL BE PAID BY ADDRESSEE

FISHER-PRICE Learning Software
Customer Service
P.O. Box 1327
Cambridge, Massachusetts 02238

FISHER-PRICE LEARNING SOFTWARE WARRANTY POLICY

If this product should prove defective by reason of improper workmanship or material during the first 30 days from the date of original purchase, return it to the dealer from whom it was purchased for a free replacement.

If it should prove defective after the first 30 days, mail it to FISHER-PRICE Learning Software at this address:

FISHER-PRICE Learning Software
Customer Service
P.O. Box 1327
Cambridge, Massachusetts 02238
(617) 494-1222

Dance Fantasy™
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